
Title: Knight's Bridge in a Nutshell

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This is a board game for two players. Each player begins with three pieces. The object is to move thy three pieces in concert in order to force the treasure from the center of the board to thine own side. All the while, thine opponent shall be attempting to do the same. Each turn consists of a player either "moving" or "pushing" a piece followed by a similar action by the opposing player.

A legal move consists of placing one's piece in any adjacent, unoccupied black or white square.

A legal push is performed when a player forces a piece, either an opponent's piece or the treasure, one space directly away from his piece. The exception to the latter rule, making a push illegal, occurs when a player wishes to push a piece into the space from which it just left in the preceding turn.

If any piece, excluding the treasure, is pushed onto a blue square or off the board, that piece is considered lost, and is removed from play. The treasure may not be pushed off the board. To win the game, a player must push the treasure to the back row

of the squares on his
side of the board.